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Disney's The Jungle Book

NINTENDO ENTERTAINMENT SYSTEM

Insert the Jungle Book Game Pak into your NES™ machine and turn the power switch on.

PLAYING THE JUNGLE BOOK

Shere Khan the tiger is back in the jungle - and he's out to eat the man-cub Mowgli who is on a perilous journey to reach the Man Village.

Between Mowgli and safety there are 10 levels, each one based on a key scene in the film. To complete a level, Mowgli must avoid other characters and traps and collect the required number of gems. At the end of every other level (from Level Two onwards), Mowgli must also better one of the main characters from the film who is awoken when all the gems are collected.

THE JUNGLE BOOK TITLE SCREEN

After the Credits have been shown, the Title Screen is presented. Note that if no button is pressed on the NES Controller for a short time, a demonstration of one of four Jungle Book levels in action will be presented. You may wish to watch this as an introduction to the game.

- Press the Start Button to begin play.
- Press and hold the A Button then press the Start Button to begin play and skip the introductory sequence.
- Press the Select Button to quit the demonstration and return to the Title Screen.
- Press the Select Button on the Title Screen to call up the Options Screen.

THE OPTIONS SCREEN

Three options are presented.

- Press the Control Pad up or down to choose an option.
- Press the Control Pad left or right to change the option.
- Press the Select Button to return to the Title Screen.
- Press the Start Button to begin play.

SKILL LEVEL

Choose between 'PRACTICE', 'NORMAL' and 'EXPERT' to determine the number of Mowgli characters you play with (6, 5 or 3) and the strength of Mowgli's adversaries.

MUSIC OPTION

The default is'ON'. Choose 'OFF' if you wish to hear only the sound effects during play.

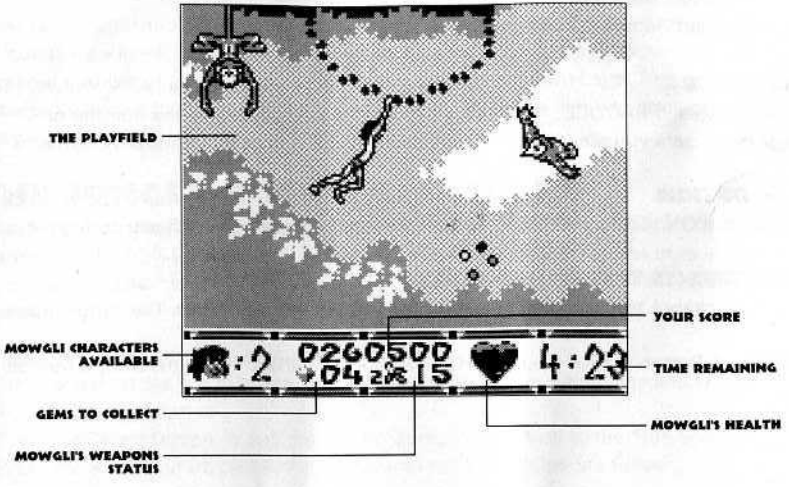
MUSIC/EFFECTS TEST

Here's your chance to listen to all the music and sound effects used in The Jungle Book.

- Press the A Button to hear the chosen music of sound effect (represented by a number).

WHAT YOU CAN EXPECT TO SEE DURING PLAY

The action takes place in the playfield which occupies the best part of the NES screen display. A Status Panel below the playfield shows important details such as your score and the number of Mowgli characters available.



MOWGLI CHARACTERS AVAILABLE

You start with three or five depending on the difficulty level chosen on the Title Screen. A Mowgli character is lost when he falls into a deadly pit, when his health runs out or when the time limit expires. When all Mowgli characters are lost it's Game Over - unless you have a Fig Leaf (see SPECIAL ITEMS on page 17). Note that extra Mowgli characters can be collected during play.

YOUR SCORE

You earn points when Mowgli performs certain tasks, for example, for every unfriendly animal Mowgli removes from play, every Special Item he collects and so on. Bonus points are available.

GEMS TO COLLECT

The number shows how many Gems Mowgli must collect before he can complete the level.

MOWGLI'S WEAPON STATUS

Shows the weapon Mowgli currently holds and can use. For further details see USING WEAPONS on page 9.

MOWGLI'S HEALTH

This large heart represents Mowgli's energy status. Mowgli loses energy when he bumps into an unfriendly animal. When all his energy is gone, a Mowgli character is lost. Note that extra health can be collected during play.

TIME REMAINING

Yes, there's a time limit in which to complete each level. A distinctive bleeping will indicate that time is running out.

MOWGLI'S MOVES

Take the time to practice Mowgli's movements on the earlier levels.

- Press the Control Pad left or right to make Mowgli walk in those directions.

- Press and hold the B Button when Mowgli is walking to make him run.

- Press the A Button when Mowgli's not moving left or right to make him jump straight up. Note that the longer the A Button is held down, the higher Mowgli will jump.

- Press the Control Pad left or right while Mowgli is in the air to make him move in those directions.

- Press and hold the Control Pad left or right and then press the A Button to make Mowgli jump in those directions. Note that the faster Mowgli is moving, the further he will jump.

- Press the Control Pad up when Mowgli's standing still to make him look up.

- Press the Control Pad down when Mowgli's standing still to make him crouch and look down.

USING WEAPONS

Mowgli is a resourceful fellow capable of making the most of his surroundings. He always has bananas to throw but there are other (limited) supplies of weapons to be found lying around (some are left behind by characters removed from play).

STANDARD BANANA SHOT

Mowgli has an unlimited supply of these. When any other weapon Mowgli is using runs out, the Standard Banana Shot automatically comes into effect.

BANANA SPLITS

Double Banana Power!

BOOMERANG BANANAS
They fly through the air just like real boomerangs, they come back but only these bananas can't be re-used.

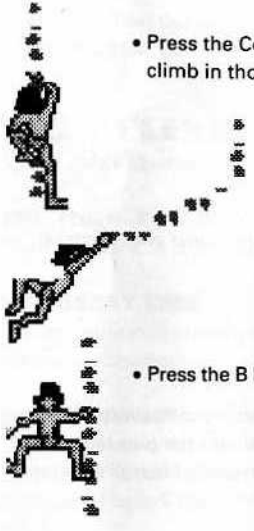
NUTS
For use with the Bamboo 'Pea-Shooter' Mowgli finds during his adventure.

WITCH DOCTOR MASKS
Using one of these makes Mowgli invulnerable for a short time - but beware: he can still fall down pits!

- Press the Select Button to step through the weapons Mowgli holds.
- Press the B Button to make Mowgli use his currently selected weapon in the direction he's facing.
- Press and hold the Control Pad in any direction except down and then press the B Button to make Mowgli use his currently selected weapon in the chosen direction.

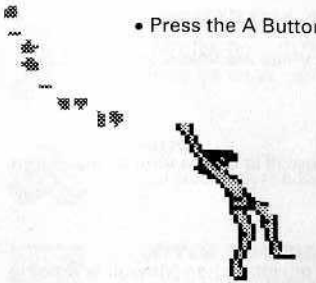
USING VINES

Mowgli can climb and swing on any vines he finds. Some vines are linked so Mowgli can pull himself along them.



- Press the Control Pad up or down when Mowgli is over a vine to make him climb in those directions.
- Press the Control Pad left or right when Mowgli is holding on to a vine to make him swing in those directions (or pull himself along when he's holding on to a string of vines). Note that Mowgli will not swing if he is too far up the vine, and the further down the vine he is, the greater the swing.
- Press the B Button to use Mowgli's current weapon while holding on to a vine.

• Press the A Button to make Mowgli jump off a vine.



USING ENTRANCES

On some levels Mowgli can enter openings in the scenery - and reappear elsewhere on the level!

• Press the Control Pad up to make Mowgli enter an opening.

THE BONUS LEVELS

Hidden throughout the Jungle Book environment are secret underground caverns filled with Bonus Items. If you can figure out how to find a Bonus Level, use the rock ledges and seesaws to get around. Note that there are no other characters to get in Mowgli's way, but there is a time limit - so be quick!

HOLD IT!

It's wise to take a short break in every hour of play. If you find yourself part-way through a level and would rather not turn off your NES, why not put the action on hold?

• Press the Start Button during play to freeze the action.
• Press the Start Button when the action is frozen to resume play.

THE 10 LEVELS

A brief guide to what's found on each level.

THE JUNGLE BY DAY

There are trees to climb, pits to cross, vines to swing on ... and a few surprises in store.

THE GREAT TREE

Use its enormous branches to make your way to the top. Enter the holes in the tree to reappear elsewhere.

DAWN PATROL

A herd of elephants is making its way through the jungle. Use the elephants' backs to reach the trees and platforms where the gems are hidden. Can Mowgli make it to the end of the level before the Dawn Patrol arrives at its destination?

BY THE RIVER
Use the rocks and swimming turtles to cross the water.

IN THE RIVER
Mowgli floats down the river on Baloo's stomach - but that doesn't mean he's safe from the crocodiles.

TREE VILLAGE
Enter the huts in the trees to reappear elsewhere in the level.

ANCIENT RUINS
King Louie's Temple is in a state. Mind the gaps!

FALLING RUINS
Can you reach the top? Be warned: some platforms will crumble.

JUNGLE BY NIGHT
Similar to the Jungle By Day, but with bats and fireflies to contend with.

THE WASTELANDS
A miserable place full of fire to avoid. A storm is brewing so look out for lightning bolts.

MEET THE CAST
Here are some of the characters you can expect to meet during Mowgli's travels ...

CHEEKY MONKEYS
And aren't they just? Beware of the coconuts or fruit some of them throw.

WILD BOARS
They run backwards and forwards in a huff.

SNAKES
There are two types: Cobras spit venom and Tree Snakes bite.

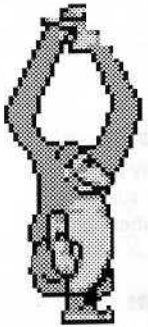
BIRDS
They fly around - but don't let yourself get in a flap!

SCORPIONS
Beware their stings!

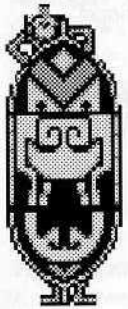
ARMADILLOS
Watch out when they curl up into a ball.

KAA
Don't trust in this snake with the hypnotic eyes.

BALOO
Befriend the bear by besting him in a bizarre bout of 'boxing'.



KING LOUIE
The King of the Swingers and the Jungle VIP. He reached the top and had to stop, and that's what's bothering him.

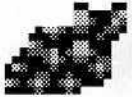


THE WITCH DOCTOR
Well, it's not really - it is in fact three Cheeky Monkeys.

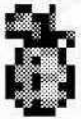
SHERE KHAN
The hungry tiger is Mowgli's deadliest enemy.

SPECIAL ITEMS

To help Mowgli through his adventure, collect the following items when you see them.



GRAPES
They boost Mowgli's health.



FRUIT
All other fruit provides bonus points.

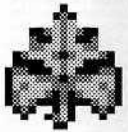
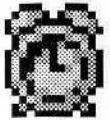


FIG LEAVES
For every one collected you can continue play from the last Restart Flower touched or the beginning of the level on which you lost your last Mowgli character.



CLOCK
Have some extra time in which to complete the level.

MOWGLI HEADS
An extra Mowgli character is yours for every head you collect.

SHOVEL
There's one on each level - but what do they do?

SPECIAL SCENERY

Some sections of the scenery have a special purpose which becomes evident when they are touched by Mowgli.

RESTART FLOWERS

They spin when Mowgli walks by. When a Mowgli character is lost, play will resume from the last Restart Flower touched.

PLAYING ADVICE

- Mowgli will need a run-up if he's to leap across some of the big pits.
- Beware of leaping into empty space - it may be a big pit.
- Jumping on characters is a faster way to get rid of them than using weapons. But then, Mowgli can't always reach some characters. Note that some characters require more than one hit to remove them from play.
- Look out for seesaws. On every seesaw there's a rock. When Mowgli jumps on the seesaw, the rock will shoot into the air. When the rock lands, the seesaw will catapult Mowgli high in the air.

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